

*AMENDMENTS TO THE CLAIMS*

This listing of claims replaces all prior versions, and listings, of claims in the application.

Claims 1-17 (Cancelled).

18. (New) A gaming apparatus comprising:

a portable memory device for storing a game medium value of game media used to purchase play of games provided by a gaming machine; and

a gaming machine interacting with the portable memory device and including a game medium retrieving device for reading the game medium value from the portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device,

a value recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable memory device,

a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and

a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

19. (New) The gaming apparatus according to claim 18 wherein the gaming machine includes a portable memory device issuing device comprising a value inputting device for recording value of physical game media inserted into the game

machine, wherein the value recording device records in the portable memory device the value of the physical game media inserted into the gaming machine.

20. (New) A gaming apparatus according to claim 18 wherein the value recording device records in the portable memory device any part of the game result value not paid out in physical game media by the game medium payout device.

21. (New) A gaming apparatus comprising a gaming machine including:  
a game medium retrieving device for reading a game medium value from a portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device,

a value recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable memory device,

a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and

a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

22. (New) The gaming apparatus according to claim 21 wherein the gaming machine includes a portable memory device issuing device comprising a value inputting device for recording value of physical game media inserted into the game machine, wherein the value recording device records in the portable memory device the value of the physical game media inserted into the gaming machine.

23. (New) The gaming apparatus according to claim 21 wherein the value recording device records in the portable memory device any part of the game result value not paid out in physical game media by the game medium payout device.

24. (New) A gaming machine system comprising:

a portable memory device for storing a game medium value of game media used to purchase play of games provided by gaming machines; and

a plurality of gaming machines having differing minimum bets and game media denominations, each gaming machine including

a game medium retrieving device for reading the game medium value from the portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device,

a value recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable memory device,

a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and

a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

25. (New) The gaming machine system according to claim 24, wherein each of the gaming machines includes a portable memory device issuing device comprising a value inputting device for recording value of physical game media inserted into the game machine, wherein the value recording device records in the portable memory device the value of the physical game media inserted into the gaming machine.

26. (New) The gaming machine system according to claim 24, wherein, in each of the gaming machines, the value recording device records in the portable memory device any part of the game result value not paid out in physical game media by the game medium payout device.

27. (New) A gaming machine system apparatus comprising:  
a plurality of gaming machines having differing minimum bets and game media denominations, each gaming machine including

a game medium retrieving device for reading a game medium value from a portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device,

a value recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable memory device,

a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and

a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

28. (New) The gaming machine system according to claim 27 wherein the gaming machine includes a portable memory device issuing device comprising a value inputting device for recording value of physical game media inserted into the game machine, wherein the value recording device records in the portable memory device the value of the physical game media inserted into the gaming machine.

29. (New) The gaming machine system according to claim 27 wherein, in each of the gaming machines, the value recording device records in the portable memory device any part of the game result value not paid out in physical game media by the game medium payout device.